GUITAR HERO
VAN HALEN
TEEN
T
CONTENT RATED BY
ESRB
ACTIVISION

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

2
Getting Started

3
Using the Guitar Hero® Controllers

4
Main Menu

5
Settings/Options

6
How to Rock

8
Customer Support

9
Software License Agreement

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Guitar Hero® Van Halen® disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

Using the DUALSHOCK®3 wireless controller

Directional buttons	Navigates Menus
Left stick	Navigates Menus
R1	Rotate character view
L1	Rotate character view / increase microphone volume
L2	Decrease microphone volume
△	Activates Vocal Star Power
○	Cancel / Activates Vocal Star Power
⊗	Confirm / Activates Vocal Star Power
□	Activates Vocal Star Power
START button	Confirm / Pause
SELECT button	Cancel

**Note: The DUALSHOCK®3 wireless controller is not used in standard guitar and drum play modes for the game. It is used only to navigate menus and is used with a compatible microphone in the vocal play mode.

USING THE CONTROLLERS

Please read the following before using the controllers.

WARNING: If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the controllers. If you have any doubts, consult with a physician before using the controllers.

- The controllers must be used with care to avoid injury. Activision will not be liable for injuries resulting from improper use of the controllers.
- The controllers are for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the controllers in a dusty or humid place.
- Small children should be monitored at all times when using the controllers.
- Do not modify or disassemble the controllers under any circumstances unless otherwise noted in the controller manual.
- When not in use, make sure the controllers are removed from the playing area and are properly stored.
- Excessive use of the Whammy Bar on the guitar controller can cause it to break.
- Never get the controllers wet.
- Never stand on the controllers.
- Use a dry cloth to clean the controllers, never use chemicals to clean the products.

ACTIVISION AUTHORIZES USE OF THESE CONTROLLERS ONLY WITH AN ACTIVISION GAME PRODUCT OR OTHER AUTHORIZED PRODUCT. ANY OTHER USE IS PROHIBITED AND NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

USING THE GUITAR CONTROLLER

- START button: Confirm / Pause
- Star Power / SELECT button: Activates Star Power
- Directional Pad: Navigates the menus
- Green Fret Button: Activates the green note / Confirm
- Red Fret Button: Activates the red note / Cancel
- Yellow Fret Button: Activates the yellow note
- Blue Fret Button: Activates the blue note
- Orange Fret Button: Activates the orange note
- Strum Bar: Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus, press the Strum Bar UP or DOWN.
- Whammy Bar: Press in and out on Long Notes to add your own style to each song.
- Tilt Sensor: Tilt the guitar controller up to activate Star Power.
- Slider Bar: Tap or move up and down on the slider bar to simulate strumming and add your own personal style to the music.

** Slider Bar features may not be available on all Activision games that utilize this controller.

USING THE DRUM KIT CONTROLLER

- START button: Confirm / Pause
- SELECT button: Cancel
- Directional Pad: Navigate the menus
- Green Drum Pad: Activates the green note / Confirm
- Red Drum Pad: Activates the red note / Cancel
- Blue Drum Pad: Activates the blue note
- Yellow Cymbal Pad: Activates the yellow note
- Orange Cymbal Pad: Activates the orange note
- Kick Pedal: Activates the bass drum note
- Yellow and Orange Cymbal Pads: Hit simultaneously to activate Star Power.

*** A second kick pedal can be utilized for all drum difficulties and requires a 1/8 inch mono/stereo splitter adaptor. (Sold Separately)

USING THE MICROPHONE

- Plug in any compatible USB microphone.
- Place the microphone as close to the mouth as possible without getting so close that you introduce unwanted effects.
- Press either of the following buttons: △,○,✕,□ on the DUALSHOCK®3 wireless controller to activate Star Power.

Activate Vocal Star Power: △,○,✕ or □

Adjust Vocal Volume: L1 button, L2 button

** Note that the DUALSHOCK®3 wireless controller needs to be connected to navigate menus when using the microphone .

CONTROLLER TYPE MAY VARY, SEE PACKAGING OR CONTROLLER MANUAL FOR MORE INFORMATION.

⚠ REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms, feet, legs or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

MAIN MENU

Career: Choose your favorite Van Halen member and take to the stage as David Lee Roth, Eddie Van Halen, Wolfgang Van Halen, Alex Van Halen, or create your own character for use in guest artist songs. Choose from a guitarist, drummer, vocalist, bassist, or band career.

* Note: You will not be able to access the Tutorials without attaching a Guitar Hero controller. The option will be grayed out until a Guitar Hero controller is activated.

Quickplay: In Quickplay, all songs are unlocked for play by default, and you and your friends can create a set list of up to 6 songs.

Head to Head: 2 Player competitive modes including:

- **Face-Off:** Two players compete in a guitar, bass, vocal or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Pro Face-Off:** This is the ultimate duel for guitar, bass, vocal and drum champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Battle:** Challenge a friend to a guitar or bass shred off with Battle Mode! Earn Attacks that you can use to disrupt your opponent. To activate Attacks you'll need to either tilt your guitar controller like you would when activating Star Power, or press the Star Power Button.

Online: Invite your friends or play with others online in Band Quickplay, Head to Head mode or 8 player Band vs. Band on 8 PLAYSTATION®3 consoles with Internet Connections.

* Note: Needs a minimum speed of 384 Kbps to host.

Backstage:

- **Face-Off:** Two players compete in a guitar, bass, vocal or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Practice:** You can take any song in the game and practice any part of it at the normal setting, or you can slow the song down to really help you out.
- **Extras:** View the Van Halen Soundboard, watch the game credits, and read song lyrics!
- **Rock Star Creator:** Start from scratch and create the rocker you've always dreamed of. Choose from different body features, outfits and much more.
- **Leaderboards:** Check out who the top rockers are!
- **Rock Rank:** Earn more cash and increase your rank. Compare your rank with others you've played online.
- **Community:** Join your game on Community. GuitarHero.com, to track stats, play tournaments and win prizes!

Music Studio: Use the Guitar Hero guitar and drum controllers to create your own songs. You can publish your songs on GH™Tunes for others to download; but the songs must be your own, original creations.

****Note: Only the Band Leader can save songs created in the Music Studio.**

- **Recording Studio:** 1-4 players can choose from bass guitar, lead guitar, rhythm guitar, keyboards, vocals, or drums and make music together (vocals cannot be recorded).
- **GH™Mix:** Fine tune your music creations with the advanced editing features in GH™Mix.
- **GH™Tunes:** Download the latest user created music.
- **Tutorials:** View tutorials to learn helpful techniques for using the Music Studio.

SETTINGS / OPTIONS

Cheats:

- Enter codes to enhance your game experience.

Band Info:

- Rename Band: Change the name of your band.
- Edit Band Logo: Use the graphic editor to create a unique logo for your band.

Save/Load:

- Save Game
- Load Game
- Reset Progress
- Autosave: Turn autosave on or off.

Calibrate Lag: Some televisions and AV receivers have an audio/visual lag that can make it difficult to play the game. Use this screen to calibrate your lag. Additionally, calibrate your lag if you enable or disable Dolby® Digital.

Audio Settings: Change the volume of any instrument in the band as well as the crowd and sound effects. Turn on Dolby® Digital if you have a compatible receiver.

Functional Options:

- **Face-Off:** Two players compete in a guitar, bass, vocal or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Lefty Flip:** Players 1-4 can turn on Lefty Flip if they would like to play left handed.
- **Scrolling Vocals:** Turn on scrolling vocals or static vocal text.
- **Star Power Clap:** Turn off or on the ability to activate Star Power by clapping into the microphone.
- **Countdown:** Turn off or on the countdown after unpausing the game.
- **Star Power Tilt:** Turn off or on the ability to deploy Star Power by tilting the guitar.
- **Touch Strip:** Turn off or on the ability to use the Touch Strip for Slider Note sections.

HOW TO ROCK

GUITAR CONTROLLER:

Press the Fret Buttons and strum on the Strum Bar UP or DOWN in sync to the notes that are on the screen.

Basic Notes:

1. Hold the Fret Button that corresponds to the note on the screen.
2. Strum on the Strum Bar UP or DOWN to play the note.

Long Notes (otherwise known as sustains):

1. Hold the correct Fret Button down.
2. Strum on the Strum Bar UP or DOWN to play the note.
3. Hold the Fret Button down until the whole note has played.

Chords:

1. Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

Touch Strip:

1. Tap the Touch Strip while pressing the Fret Buttons to simulate strumming.
2. Slide your finger on the Touch Strip during Long Notes to alter the sound of the note.
3. When you see clear notes, you can play them by touching the Touch Strip without pressing the Fret Buttons.

**Note that when using guitar controllers without the Slider features, hit the Slider Notes using the Fret Buttons.

Open Notes (only for Bass):

1. Strum without pressing any Fret Buttons. Open Notes are displayed as a purple bar on the screen.

The Whammy Bar:

1. Press the Whammy Bar in and out on Long Notes to add your own style to each song.

DRUM KIT CONTROLLER:

Hit the correct drum pads in sync to the notes that are on the screen.

Basic Notes:

1. Hit the drum pad that corresponds to the note on the screen.

Kick Drum Notes:

1. Use the kick pedal to hit the wide purple notes on the screen.

MICROPHONE:

Use the microphone to sing along to your favorite songs across 5 different difficulties.

1. Sing the words that appear on the screen and get judged based on pitch and timing.

**Note that the DUALSHOCK®3 wireless controller needs to be connected to navigate menus when using the microphone.

The Rock Meter

The Rock Meter is the ultimate gauge for how you are doing. It will show you your points, note streak, and how much Star Power you have.

The Multiplier Meter

If you can nail a series of notes perfectly, then you'll receive a handy "Score Multiplier" which is 2-4X the value of each note you hit. In band play, the band multiplier will increase as more band members are in Star Power together. In single player and band play, the multiplier will increase as you use Star Power. Mess up and your score multiplier vanishes.

Difficulty Settings

Beginner: The player only needs to hit the lines that come down the note highway on time.
For vocals, just sing the words on time.

Easy: Get your feet wet with this difficulty. This difficulty setting only utilizes some of the playing techniques.

Medium: This difficulty setting brings notes a little faster and introduces new playing techniques.

Hard: Notes come down faster and advanced skills are needed if you expect to rule in this difficulty setting.

Expert: This insane difficulty will have you frantically using all the techniques you've learned.

Expert+: This difficulty is for the true masters of double bass drumming. When a guitar pick with two drum sticks appears to the left of a song, that means it features double bass drumming.

Song Results Screen

Grade: This scale goes from 3 to 5 stars. Hit every single note to get 5 gold stars.

Score: This is the overall score you received on your song.

Note Streak: Find out how long you went without making a mistake or missing a note.

Notes Hit: This tells you the percentage of notes you hit in the song.

(If that wasn't enough data for you…there are even more stats available by selecting the "More Stats" option)

How Do I Get Star Power?

- Gain Star Power by nailing a series of star-shaped notes that glow. You have to nail the entire sequence, otherwise you're out of luck. You can gain even more Star Power by using the Whammy Bar or Touch Strip on long Star Power notes. Once your Star Power Meter is at least half-full, it'll flash, and you're ready to unleash Star Power. For vocals, gain Star Power by scoring well on freeform sections, achieving 'solid' on phrases, or get even more Star Power with 'excellent' phrases.
- **Guitar Controller:** Tilt the Guitar Hero guitar controller or press the Star Power Button to activate Star Power.
- **Drum Kit Controller:** Hit Yellow and Orange Cymbal Pads simultaneously to activate Star Power
- **Microphone:** Tap the top of the microphone or press either of the following buttons: △,○,✕,□ on the DUALSHOCK®3 wireless controller to activate Star Power.

Guitar Battle Rules

Hit each series of Battle Gems to collect attacks. Once you have collected an attack, tilt your guitar controller or press the Star Power button to attack your foe. You have to make them fail before the end of the song, but be careful, they can battle back!

Guitar Battle Attacks

Broken String: Use this attack to break one of your opponent's strings. The button on the guitar controller won't work until they fix it by rapidly tapping that button until it is repaired.

Difficulty Up: This attack will increase the difficulty on your opponent's note chart.

Amp Overload: This attack causes the scrolling fret board on your opponent's screen to shake and flash, making it extremely difficult to read which notes are approaching.

Whammy Attack: Use this attack to cause your opponent to miss notes on their guitar. Your opponent must move the Whammy Bar fast to be able to play notes again.

Power-Up Steal: This attack steals your opponent's attack before they can use it. If they don't have one to steal and you activate this power, you'll lose it.

Double Notes: Deploying this attack forces your opponent to double up on how many notes they have to play.

The Lefty/Righty Flip: The Lefty/Righty Flip Attack swaps the note chart around opposite to how your opponent would normally play the game.

Mines: The notes on the opponent's notetrack get populated with grey transparent gems that explode and lower the player's rock meter if they are hit.

Blackout: Use this attack to black out your opponent's notetrack briefly.

CREDITS

- Developed by Underground Development
- Additional development by Neversoft
- Published by Activision
- For more information on this product, the credits, or its features, please visit www.guitarhero.com

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If You cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: all support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour automated voice system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an Incident/Reference number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

Register your product online at http://register.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

INFORMATION COLLECTION. This game incorporates dynamic advertisement serving technology offered by IGA Worldwide Inc. ("IGA"), which enables advertising to be temporarily uploaded into the game on your PC or console, and replaced while you are online. IGA only logs information that is needed to measure presentation of, and serve advertising to the appropriate geographic region, and to the right location within the game. Logged data may include Internet Protocol Address, in game location, length of time an advertisement was visible, size of the advertisements, and angle of view. The IP Address is deleted when the online game session ends. Your game may be assigned an id number, which is stored on your PC or console, and used by IGA to calculate the number of unique and repeat views of dynamic in game advertising. The id number is not associated with any personal data. No logged information is used to personally identify you. This ad serving technology is integrated into the game; if you do not want to use this technology, do not play the game while connected to the Internet. For more information see our privacy policy at http://www.activision.com or visit IGA at http://www.ingameadvertising.com. Additional information may be collected by Sony Computer Entertainment America Inc. under the terms of the PlayStation Network Terms of Service and User Agreement and Privacy Policy.

Your installation and use of this game is subject to Activision Publishing, Inc. terms of service and Activision's privacy policy as well as those of its partners. The Activision privacy policy can be found at http://www.activision.com. If you install and play this game you will receive advertising messages that appear within and in context with the game environments to enhance the realism of the game. To provide this functionality, technology developed by IGA Worldwide Inc., has been integrated into the game. This technology will automatically deliver location-based advertising and log and transmit certain information about your interaction with the advertising. If you do not wish to receive contextual advertising messages, do not play this game while connected to the Internet. The IGA Worldwide Inc., privacy policy can be found at http://www.igaworldwide.com/privacy-policy cfm.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED SOFTWARE WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the purchaser finds the recorded medium of the Program defective within 90 days of original purchase, Activision agrees to replace, free of charge, such recorded medium of the Program discovered to be defective within such period upon its receipt of the recorded medium of the Program, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar product of equal or greater value. This warranty is limited to the recording medium of the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This remedy is the purchaser's sole, exclusive remedy, and is in lieu of all other express warranties. Any implied warranties on this product prescribed by statute, including but not limited to an implied warranty of merchantability or fitness for a particular purpose, are expressly limited in duration to the 90-day period described above. Activision reserves the right to modify this warranty prospectively at any time and from time to time in our sole discretion.

When returning the Program for warranty replacement please send the original product disc or cartridge, as applicable, only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; and (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc or cartridge replacement, as applicable.

NOTE: Certified mail is recommended.

For customers in North America: Send software warranty replacement claims to:

Warranty Replacements, Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067.

You can also visit http://www.activision.com/support for more information.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

"PLAYSTATION", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" is a trademark of Sony Computer Entertainment Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association.

Activision Publishing, Inc. • P.O. Box 67713 • Los Angeles, CA 90067 95791226US

© 2009 Activision Publishing, Inc. Guitar Hero and Activision are registered trademarks of Activision Publishing, Inc. Van Halen is a registered trademark. Used by Permission of E.L.V.H., Inc. © 2009 The Three Twins LLC. © 2009 Diamond Dave Licensing, LLC. Van Halen logo used by permission of E.L.V.H., Inc. All Rights Reserved. Covered by one or more of the following patents: U.S. Patent Nos. 6379244, 6582309, 6609979, 6425822, 6429863, 6225547, 6607446, 6342665, 6769689, 6645067, 6252153, 6758753, 6554711, 6347998, 6390923, 6612931, 6461239, 6915488, 6638160, 6821203, 5739457, 6018121, 6268557, 6369313, 6835887 and D441403; patents pending. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. All rights reserved.

Activision makes no guarantees regarding the availability of online play, and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time. All rights reserved.

ACTIVISION AUTHORIZES USE OF THIS GUITAR HERO GAME ONLY IN COMBINATION WITH GUITAR HERO CONTROLLERS PROVIDED BY ACTIVISION OR OTHER AUTHORIZED CONTROLLERS OR, IF APPLICABLE, STANDARD GAMEPAD CONTROLLERS PROVIDED WITH THE GAME CONSOLE. ANY OTHER USE IS PROHIBITED AND NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

Keep Unique Owner ID Safe